ATEN

PHANTOM S

USB Gamepad Emulator
UC410

User Manual

FCC Information

Federal Communication Commission Interference Statement: This equipment has been tested and found to comply with the limits for a Class B digital service, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. Any changes or modifications made to this equipment may void the user's authority to operate this equipment. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

RoHS

This product is RoHS compliant.

SJ/T 11364-2006

The following contains information that relates to China.

部件名称	有毒有害物质或元素					
	铅	汞	镉	六价铬	多溴联苯	多溴二苯醚
电器部件	●	○	○	○	○	○
机构部件	○	○	○	○	○	○

○: 表示该有毒有害物质在该部件所有均质材料中的含量均在SJ/T 11363-2006规定的限量要求之下。

●: 表示符合欧盟的豁免条款，但该有毒有害物质至少在该部件的某一均质材料中的含量超出SJ/T 11363-2006的限量要求。

×: 表示该有毒有害物质至少在该部件的某一均质材料中的含量超

User Information

Online Registration

Be sure to register your product at our online support center:

International	http://eservice.aten.com

Telephone Support

For telephone support, call this number:

International	886-2-8692-6959
China	86-10-5255-0110
Japan	81-3-5615-5811
Korea	82-2-467-6789
North America	1-888-999-ATEN ext 4988
United Kingdom	44-8-4481-58923

User Notice

All information, documentation, and specifications contained in this manual are subject to change without prior notification by the manufacturer. The manufacturer makes no representations or warranties, either expressed or implied, with respect to the contents hereof and specifically disclaims any warranties as to merchantability or fitness for any particular purpose. Any of the manufacturer's software described in this manual is sold or licensed *as is*. Should the programs prove defective following their purchase, the buyer (and not the manufacturer, its distributor, or its dealer), assumes the entire cost of all necessary servicing, repair and any incidental or consequential damages resulting from any defect in the software.

The manufacturer of this system is not responsible for any radio and/or TV interference caused by unauthorized modifications to this device. It is the responsibility of the user to correct such interference.

The manufacturer is not responsible for any damage incurred in the operation of this system if the correct operational voltage setting was not selected prior to operation. PLEASE VERIFY THAT THE VOLTAGE SETTING IS CORRECT BEFORE USE.

Package Contents

Package

The UC410 package consists of:

* 1 UC410 USB Gamepad Emulator
* 1 1.8 m mini USB to USB cable
* 1 1 m mini USB to USB cable
* 1 User Instructions*

Check to make sure that all the components are present and that nothing got damaged in shipping. If you encounter a problem, contact your dealer.

Read this manual thoroughly and follow the installation and operation procedures carefully to prevent any damage to the unit, and/or any of the devices connected to it.

* Features may have been added to the UC410 since this manual was published. Please visit our website to download the most up-to-date version.

Contents

4. Phantom-S Software

Appendix

About this Manual

This User Manual is provided to help you get the most from your system. It covers all aspects of installation, configuration and operation. An overview of the information found in the manual is provided below.

Chapter 1, *Introduction,* introduces you to the UC410. Its purpose, features, benefits, and requirements are presented, and its front and back panel components are described.

Chapter 2, *Setup,* describes how to set up your UC410. The necessary steps for configuring the mouse settings and hardware setup are provided.,

Chapter 3, *Basic Operation,* describes how to use the keyboard, mouse, and PS3/Xbox game controller with your Phantom-S device.

Chapter 4, *Phantom-S Software,* explains the how to use the Phantom-S software, as well as how to create Groups and configuration Profiles.

An Appendix, provides specifications, troubleshooting, and other technical information regarding the UC410.

Conventions

This manual uses the following conventions:

Monospaced	Indicates text that you should key in.
[ ]	Indicates keys you should press. For example, [Enter] means to press the **Enter** key. If keys need to be chorded, they appear together in the same bracket with a plus sign between them: [Ctrl+Alt].
1.	Numbered lists represent procedures with sequential steps.
→	Indicates selecting the option (on a menu or dialog box, for example), that comes next. For example, Start → Run means to open the *Start* menu, and then select *Run*.
⚠	Indicates critical information.

Product Information

For information about all ATEN products and how they can help you connect without limits, visit ATEN on the Web or contact an ATEN Authorized Reseller. Visit ATEN on the Web for a list of locations and telephone numbers:

International	http://www.aten.com
North America	http://www.aten-usa.com

Chapter 1
Introduction

Overview

The Phantom-S is a USB Gamepad Emulator that allows you to use a keyboard and mouse with a PS3/Xbox game console. The Phantom-S can be connected to your PS3/Xbox and used straight out of the box. The Phantom-S has an easy to use software interface that allows you to customize all game controller buttons for use on a keyboard and mouse. Advanced features allow you to custom map keys, create macros, set turbo buttons, and adjust the sensitivity of movements. Quick macro setup allows up to 16 button combinations - set to one key.

Easy setup- simply click the *on-screen* controller button, press a key to use and its set for use on the keyboard. The Phantom-S allows you to map, set controller sensitivity and switches profiles directly from the keyboard, and alerts you with a beep.

With the Phantom-S you can create an unlimited number of keyboard and mouse configuration profiles - each suited for specific game play. Profiles can be switched and configured during game play for quick access. The Phantom-S gives gamers the ability to customize and fine tune all controls for the expert advantage with every game.

The Phantom-S allows you to:

- Use a keyboard and mouse on a PS3 and Xbox game consoles
- Customize all Gamepad Controls for use on a keyboard and mouse
- Create custom keyboard/mouse profiles for different games
- Quickly setup controller buttons on-screen or in-hand
- Simultaneously use a keyboard, mouse, and PS3/Xbox controller
- Map controls directly from the keyboard and controller
- Plug and Play - no software required

Features

- Gamepad Emulation transforms keyboard and mouse signals into game controller signals for keyboard and mouse use on a PS3 and Xbox game consoles

- Easy gamepad to keyboard key mapping and advanced configuration via GUI based software

- Macro editor allows for detailed configuration and command sequence control of a gamepads controller buttons

- Macros can combine up to 16 controller commands into a single key

- Supports direct configuration and control from a laptop's keyboard

- Hot Swap between the PS3/Xbox controller and keyboard/mouse instantly

- Gamepad and Keyboard mode allow you to instantly switch between typing and gameplay

- Non-Powerered – No need to use an additional power supply while connected to a game console

- Phantom-S software supports: Windows 2000, Windows XP, Windows Vista, and Windows 7 Operating Systems

Requirements

Game Console / Controller

◆ 1 PS3 or Xbox 360/Xbox One Console

◆ 1 Wired Game Controller

Keyboard and Mouse

◆ 1 USB Keyboard

◆ 1 USB Mouse

Operating Systems

Supported operating systems for the UC410 Phantom-S software GUI, are shown in the table, below:

OS	Version
Windows	2000 and higher

Components

Front View
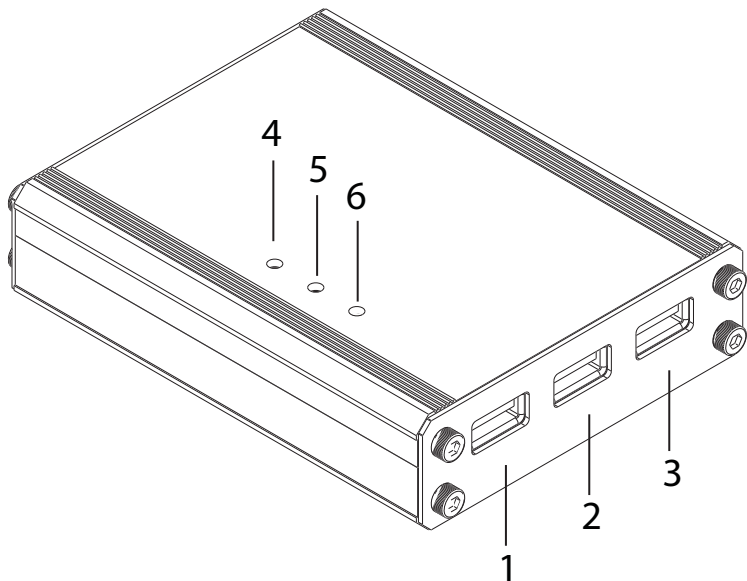
No.	Component	Description
1	Gamepad Port	Plug the PS3/Xbox game controller into this port.
2	Keyboard Port	Plug a USB keyboard into this port.
3	Mouse Port	Plug a USB mouse into this port.
4	Turbo/KB Mode LED	◆ Lights Orange when Turbo Mode is on. ◆ Flashes Orange when Keyboard Mode is on.
5	Setting LED	◆ Lights Blue to indicate the Phantom-S software is connected to the UC410. ◆ Flashes (fast) Blue when uploading a profile from a computer to the UC410. ◆ Flashes (slow) Blue when Direct Mapping mode is on.
6	Power LED	Lights Blue when the Game Port or Power Port is connected to a power source indicating the unit is on.

Rear View
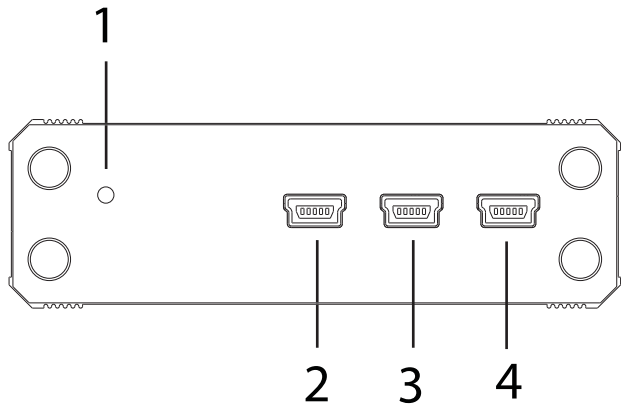
No.	Component	Description
1	Reset	This switch resets the device. Press and release to reset the UC410.
2	Game Port	The Game Port is used to connect the UC410 to a PS3 or Xbox game console. This port also provides power to the unit when connected to a game console.
3	PC Port	Use the PC port to connect the UC410 to a computer. This connection is used to configure the UC410 with the Phantom-S software, or connecting a laptop for game play. **Note:** The PC Port does not power the unit.
4	Power Port	This port provides power to the unit. You must use this port for power when connected to a computer; or if you are using an advanced keyboard that requires additional power during gameplay. Use a mini USB to USB cable to connect this port to a 5V power source.

Setup

Getting Started

To begin using the Phantom-S with your PS3/Xbox, requires two steps:

1. Connecting Hardware
2. Configuring Mouse Settings

Connecting Hardware

To connect the UC410 for gameplay follow steps 1-5. Use steps 6-8 for connecting the UC410 to a computer to use the Phantom-S software. Instructions for laptop use are found on page 8.

Use the diagram on the next page and do the following:

1. Connect a PS3/Xbox controller to the **Gamepad Port**.

2. Connect a USB keyboard to the **Keyboard Port**.

3. Connect a USB mouse to the **Mouse Port**.

4. Use the Mini USB to USB cable included with this package to connect the **Game Port** to the PS3/Xbox's controller port #1.

5. Power on the PS3/Xbox console. The unit is ready for use.
    Steps 6-8 are to connect the UC410 to a computer to use the Phantom-S software, and for advanced keyboards that require additional power.

6. Use the Mini USB to USB cable included with this package to connect the **PC Port*** to a computer.

7. Use a Mini USB to USB cable (not included) to connect the **Power Port***
    to a computer, or 5V USB power source.

8. See *Phantom-S Software*, page 21 for software instructions.

Note: The **Game Port** and **Power Port** must be connected to power the UC410 to use the Phantom-S software.

Gamepad   Keyboard   Mouse

1

2

3

Reset

Game   PC   Power

USB or 5V
Power Supply

4

6

7
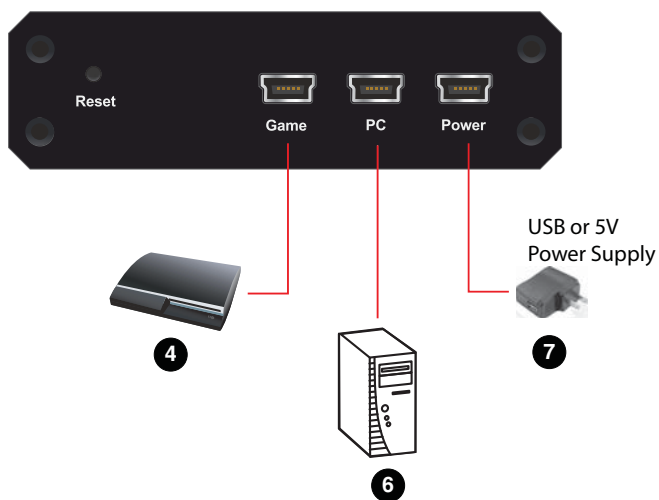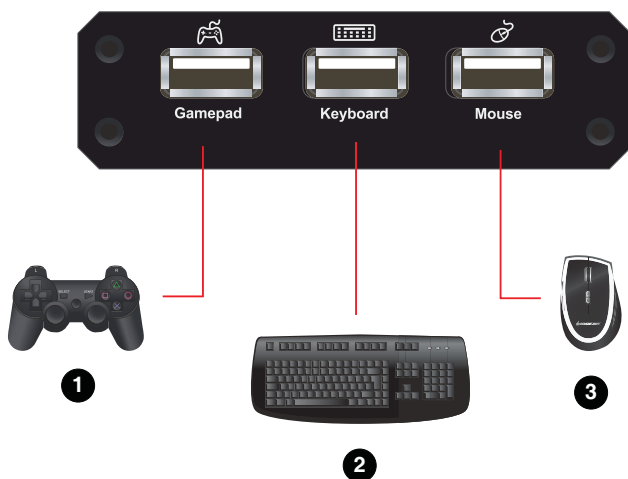
Laptop Setup

You can connect the UC410 to a laptop for gameplay and easily switch the keyboard between the PS3/Xbox and laptop. A laptop allows you to configure settings with the Phantom-S software and quickly switch back to gameplay. Use the diagram and steps below to connect a laptop:
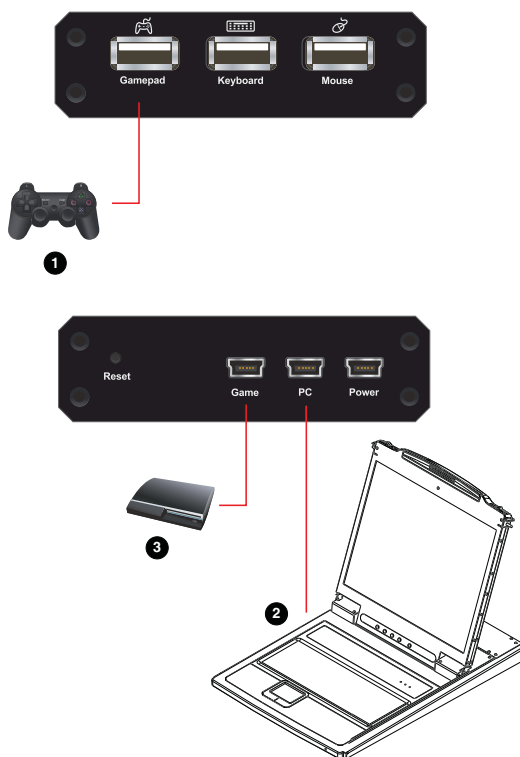
1. Connect a PS3/Xbox controller to the **Gamepad Port**.

2. Use the Mini USB to USB cable included with this package, to connect the **PC Port** to a laptop.

3. Use the Mini USB to USB cable included with this package to connect the **Game Port** to the PS3/Xbox's controller port #1.

4. Power on all devices.

5. Open the Phantom-S software and Press **[F12]** to enable Playmode (See *Play Mode*, page 20).

Note: Use the laptop's touchpad or a USB mouse connected to the laptop.

Mouse Settings

If you are using a mouse with software such as Setpoint (*Logitech)*, you will need to adjust the DPI (Dots-per-inch) and Report Rate settings for better gameplay. This can only be done with the software utility that came with the mouse.

DPI

If your mouse came with software - use the utility to set the mouse DPI to the highest possible setting. This will allow you to have a greater range of mouse sensitivity when adjusting the controls with the Phantom-S software.

If there is an adjustable DPI button on your mouse, be sure to set the maximum DPI setting (using the DPI button) every time it's plugged into the UC410.

Report Rate

The report rate sets how often the computer requests the current position and button values of the mouse. Use the software utility that came with your mouse to set the report rate to its highest setting. The report rate is typically 125~1000. You can start with the highest setting and adjust accordingly to what feels best when using your mouse on the PS3/Xbox game console with the UC410.

Note: Check each game's "Look Sensitivity" settings to ensure it is set to the maximum level to get the greatest range of adjustment with the UC410.

Chapter 3
Basic Operation

Overview

This chapter explains how to use a keyboard and mouse for gameplay on the PS3/Xbox and how to configure basic modes from the keyboard and controller. For information on mapping, profiles, and advanced settings, see Chapter 4.

Basic Operation

This section explains how to use the keyboard and mouse on the PS3/Xbox game console. Once the hardware is connected, the keyboard, mouse, and game controller will work on the PS3/Xbox. Here is how the game controller is mapped to your mouse and keyboard for use:

Mouse Map

The mouse is used for vertical (up/down) and horizontal (right/left) movements, just like the PS3/Xbox **Right Stick** control, as shown below.
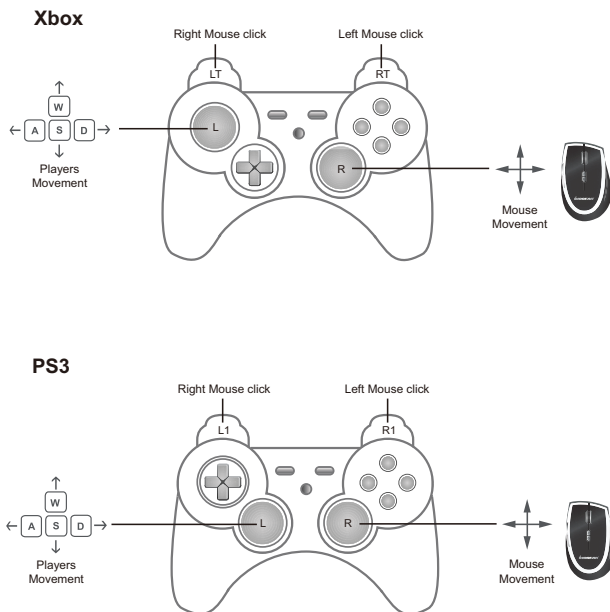
Keyboard Map

The PS3/Xbox controller buttons and directional pads are mapped to the keyboard, as shown below.

Function Keys

The function keys on the keyboard and the game controller are used to enable *modes*, *switch profiles*, and *map keys* - without the Phantom-S software. Below is a table explaining each function key and the page where more information about the key is found.
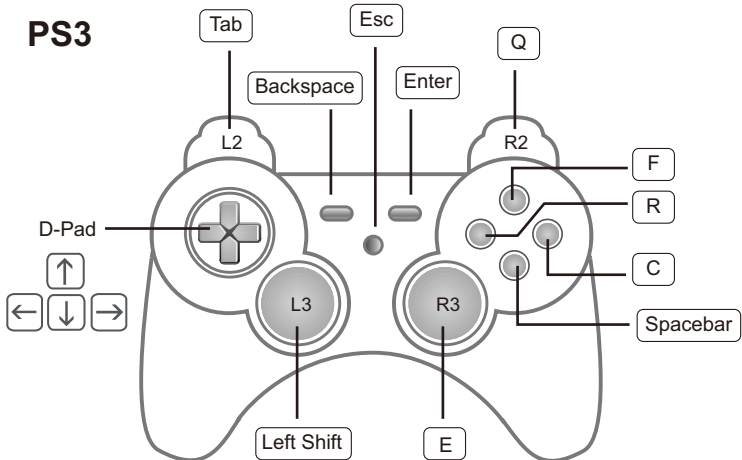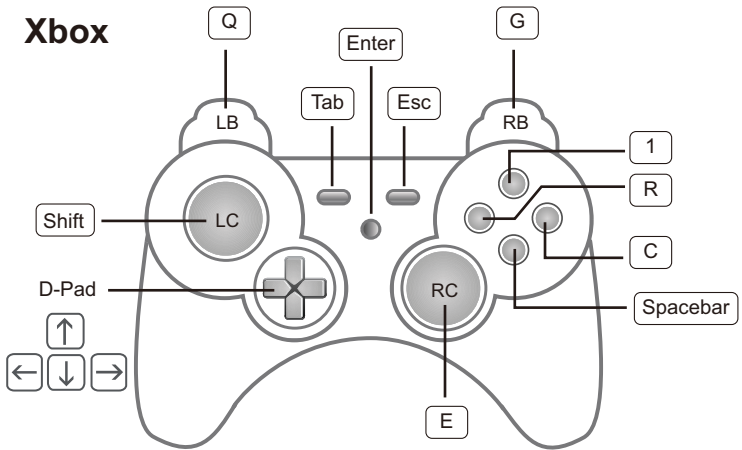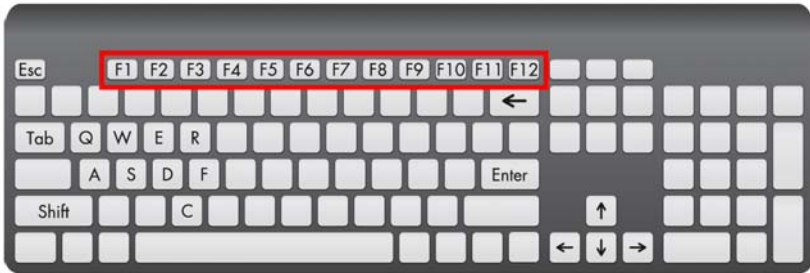

Hotkey	Function	Description	Page
[F1] ~ [F8]	Switch Profile	Switches to a Profile in the *Group in Use* - according to the *Profile Selection Hotkey* assigned to the profile. [F1]: Default PS3 Profile [F2]: Default Xbox Profile	19
[F9]	Keyboard / Gamepad Mode	Toggles between Keyboard and Gamepad Mode. **Keyboard Mode:** Allows you to type text during gameplay. **Gamepad Mode:** Allows you to use the keyboard as a game controller on the PS3/Xbox.	19
[F10]	Turbo Mode	Turns **Turbo Mode** on and off. When Turbo mode is on, controller buttons with Turbo settings work. (See *Turbo*, page 38, for details on Turbo settings)	19
[F11]	Macro Mode	Turns **Macro Mode** on and off. When on, Macro keys that are pressed will execute macro commands. (See *Macros*, page 39, for details on Macro settings)	20
[F12]	Play Mode	**Play Mode** allows you to use a laptop's keyboard and touchpad for gameplay.	20

Select + Start (PS3 Controller) **or** Back + Start (Xbox Controller)	Mouse Sensitivity	This allows you to adjust the Aim/Look and ADS sensitivity of the mouse.	16
Select + Start & PS3 Button **or** Back + Start & Xbox Guide Button	Direct Mapping Mode	**Direct Mapping** allows you to set controller button to keyboard mappings- directly from the PS3/Xbox game controller and keyboard connected to the UC410.	15

Direct Configuration

The UC410 allows you to configure settings directly from the keyboard and PS3/Xbox controller connected to it. This allows you to map keyboard controls, enable game modes, and adjust mouse sensitivity - without the Phantom-S software. Each control is explained in detail starting on the next page.

Beeps

The UC410 will notify you with beeps when you make changes from your keyboard and PS3/Xbox game controller. This lets you know when settings are changed or when functions are turned on and off.

**Single Beep** is a positive reply, meaning that a change is successful or that a mode has been turned on.

Double Beep is a negative reply, meaning that a setting has reached it's limit, a mode was turned off, or a mode was exited.

Direct Mapping Mode

Direct Mapping allows you to change how PS3/Xbox game controller buttons are mapped to the keyboard - directly from the keyboard and controller. For example, you can map a controller button to the spacebar. For default mappings see *Keyboard Map*, page 11.

To enter Direct Mapping mode:

1. From the game controller connected to the UC410, press **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) at the same time.
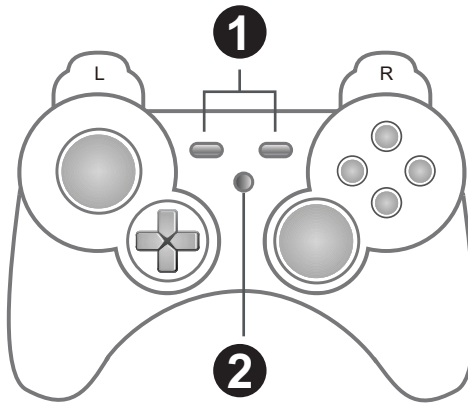
2. Press the **PS** or **Xbox Guide** Button.

3. Press a PS3/Xbox controller button.

4. Press a key on the keyboard to map the controller button to.

5. **Single Beep** - Direct Mapping successful.

   Repeat steps 3-4 to continue mapping buttons.

6. Press: **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) to exit.

7. **Double Beep -** Exit Direct Mapping successful.

**Note:** Direct Mapping changes are not permanently saved to a Profile.

Mouse Sensitivity Mode

Mouse Sensitivity allows you to change the *Aim/Look* and *ADS* sensitivity of the mouse using the PS3/Xbox game controller connected to the UC410. For more information on mouse sensitivity see *Mouse Movements*, page 34.

To enter Mouse Sensitivity mode:

1. From the game controller connected to the UC410, press **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) at the same time.
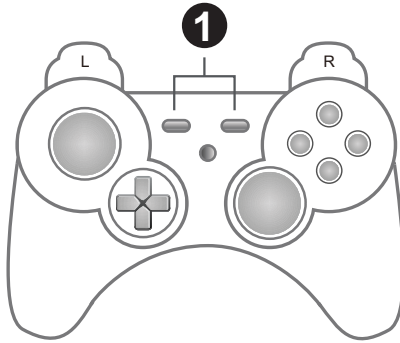
2. To adjust **Aim/Look** sensitivity - use the **Direction Up** (more sensitive) or **Direction Down** (less sensitive) buttons on the PS3/Xbox controller.

3. To adjust **ADS** sensitivity - use the **Direction Left** (more sensitive) or **Direction Right** (less sensitive) buttons on the PS3/Xbox controller.

4. Press **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) at the same time to exit.

5. **Double Beep -** Exit Mouse Sensitivity successful.

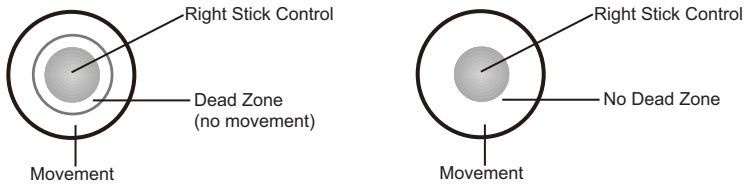**Note:** These changes are not permanently saved to a Profile.

Mouse - Dead Zone Delay

This setting allows you to adjust the dead zone. The dead zone creates a small delay or stutter with the mouse. With no dead zone there is no delay and up/down-right/left mouse movements are very straight and accurate.

Right Stick - Dead Zone

Dead Zone: is a small area around the controllers *Right Stick* control that doesn't respond to movement. Movements only respond when the *Right Stick* moves outside the dead zone. Each game sets its own dead zone size. Removing or reducing the dead zone improve mouse accuracy.

To decrease the Dead Zone (Firmware v1.0.096):

1. From the game controller connected to the UC410, press **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) at the same time.
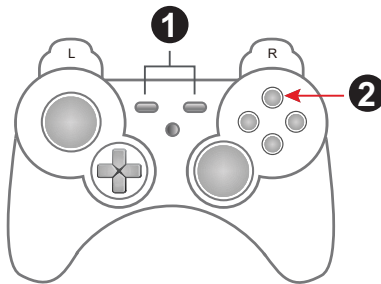

2. Press the PS3 '**Triangle**' or Xbox '**X**' button (right/left adjustment).

3. Repeatedly press the PS3 '**O**' or Xbox '**B**' button until you see a small right movement on screen. (no dead zone)

4. Press the '**Triangle**' or '**X**' button again to save.

5. Press the PS3 '**Square**' or Xbox '**Y**' button (up/down adjustment).
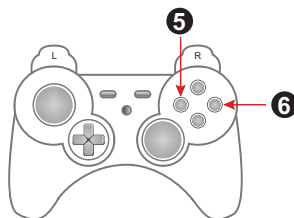
6. Repeatedly press PS3 '**O**' or Xbox '**B**' button until you see a small up movement on screen. (no dead zone)

7. Press the '**Square**' or '**Y**' button again to save.

8. Press: **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) to exit.

Decrease Dead Zone:

Dead Zone

No Dead Zone

PS3 **Triangle** or Xbox **X**
Right / Left Adjustment

PS3 **Square** or Xbox **Y**
Up / Down Adjustment

Decrease Dead Zone Size

Increase Dead Zone:

Dead Zone

No Dead Zone

PS3 **Triangle** or Xbox **X**
Right / Left Adjustment

PS3 **Square** or Xbox **Y**
Up / Down Adjustment
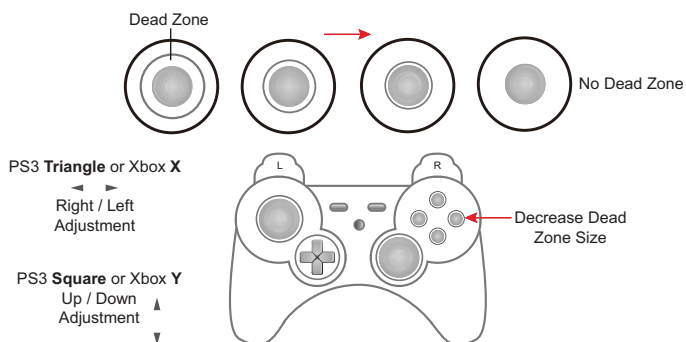
Increase Dead Zone Size
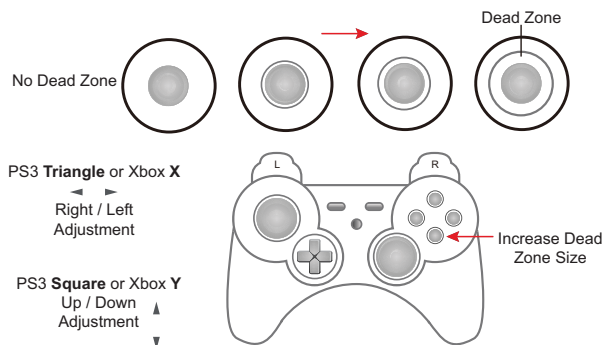
Switch Profile

*Profile Selection Hotkey*s are assigned to profiles when they are created with the Phantom-S software (see *Creating Profiles*, page 28). You can switch Profiles during gameplay using the *Profile Selection Hotkeys* **[F1]~[F8]**. The *Profile Selection Hotkey* is found under each profile, as shown here:
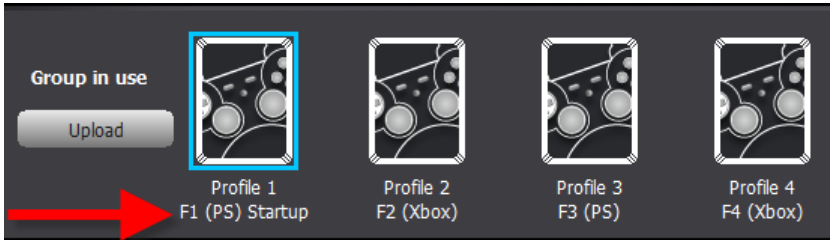
To switch profiles, press the *Profile Selection Hotkey* assigned to the profile. A single beep will alert you that the profile has changed. **[F1]**: Default PS3 Controller Profile. **[F2]**: Default Xbox Controller Profile.

Keyboard / Gamepad Mode

Use **[F9]** to switch between Keyboard Mode and Gamepad Mode.

Keyboard Mode allows you to use the keyboard to type during gameplay - for chatting or typing information that requires text.

Gamepad Mode is for normal gameplay with the keyboard.

Pressing **[F9]** switches modes:

Single Beep - Gamepad Mode on

Double Beep - Keyboard Mode on

Turbo Mode

Use **[F10]** to turn Turbo Mode on or off.

Turbo Mode on: All controller buttons set with Turbo will work (see *Turbo*, page 38), and the orange Turbo LED lights up.

Pressing **[F10]** switches:

Single Beep - Turbo Mode on

Double Beep - Turbo Mode off

Macro Mode

Use **[F11]** to turn Macro Mode on or off.

Macro Mode on: Macros will execute when the command key is pressed (see *Macros*, page 39). The default is Macro mode off.

Pressing **[F11]** switches:

Single Beep - Macro Mode on

Double Beep - Macro Mode off

Play Mode

Use **[F12]** to turn Play Mode on or off.

Play Mode allows you to use a laptop for gameplay. For instructions on using a laptop for gameplay - see *Laptop Setup*, page 8.

Play Mode on: Keyboard use on the laptop is locked out and the keyboard signals are sent to the game console. The default is Play Mode off.

Pressing **[F12]** switches modes:

Single Beep - Play Mode on

Double Beep - Play Mode off

Note: With Play Mode on you can use a keyboard connected to the Keyboard Port, but it's [F12] key will not turn Play Mode off.

Phantom-S Software

Overview

The Phantom-S software allows you to configure custom keyboard and mouse settings for use on your PS3/Xbox game console. This chapter explains how to use the Phantom-S software, in four sections:
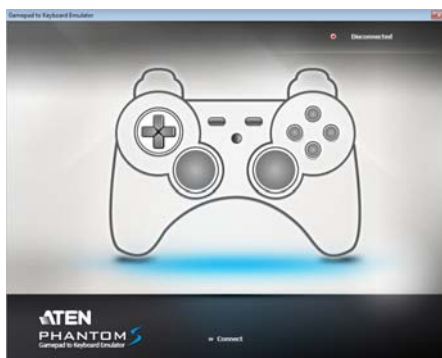
- ◆ Downloading & Connecting the Phantom-S Software
- ◆ Software Overview
- ◆ Profiles and Groups
- ◆ Customizing Controls

Downloading Software

To download the Phantom-S software, do the following:

1. Go to: **www.aten.com**

2. On the menu bar, select **Download → Software & Driver**.

3. From the drop-down menu, select UC410.

4. Under File Name click: UC410-GUI_____

5. Save and unzip the file to your hard drive.

6. Double click the Phantom-S .exe file to open the software:

Connecting the Phantom-S Software

To connect the Phantom-S software to the UC410:

1. Connect the UC410 to the computer and open the Phantom-S software:
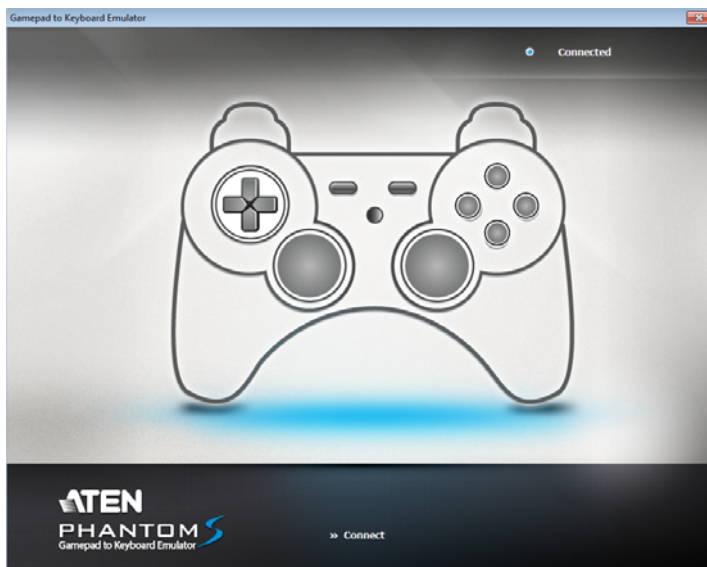
2. **Connected** should appear at the top right corner. If **Disconnected** appears see steps 6~7 of *Connecting Hardware*, page 6.

3. Click **Connect** and the main page appears:

Phantom-S Interface

This is the main page of the Phantom-S software. The table below provides a brief description of each section.

#	Name	Description
1	Groups	This section lists the **Groups**. ◆ A **Group** stores up to 8 Profiles. ◆ **Group in Use** is the active Group of profiles on the UC410.
2	Profile	A **Profile** is a unique keyboard and mouse configuration. ◆ All Profiles are saved in a Group. ◆ Click *New* under the **Profile** menu to create a Profile.
3	Upload Button	This button uploads a Group to the **Group in Use**. ◆ **Group in Use** Profiles are active for use. ◆ When you **Upload** a Group it over-writes the current **Group in Use**. ◆ You can **Edit** the **Group in Use** Profiles, but if another Group is uploaded, all the changes are lost.

#	Name	Description
4	Menu	Click **Menu** to display the options: ◆ **System Setting**: ◆ *Keyboard Mapping:* Select the keyboard type you're using (Default: US 104-Key) ◆ *Menu Language:* Select the language you would like to use for the software interface. ◆ *Beeper*: Select **On** to sound a beep when a change is successful or unsuccessful. ◆ **Upgrade Firmware**: Click to start the firmware upgrade process. ◆ **Import Profile**: Import a previously saved profile. ◆ **Export Profile**: Export the select profile. ◆ **Import All**: Import a previously saved configuration file. ◆ **Export All**: Export all the current UC410 configuration data as a *.conf file. ◆ **Help**: Displays *Software Version, Firmware Version, and Copyright* of the Phantom-S.
4	PlayMode(F12)	When using a laptop, click **Playmode** to send all keyboard signals to the PS3/Xbox for game play. ◆ In Playmode the keyboard won't work on the laptop. ◆ Click **Playmode(F12)** or press **[F12]** to exit Playmode. (See *Play Mode*, page 20, for details)
5	Group Menu	The Group Menu allows you to: ◆ **New**: Create a Group. ◆ **Copy**: Create a Group by copying an existing Group. ◆ **Delete**: Delete a Group. Groups are named *Group 1, Group 2, Group 3*, etc. by default.
6	Profile Menu	The Profile Menu allows you to: ◆ **Startup**: Set a default startup Profile for the Group. ◆ **New**: Create a keyboard/mouse configuration profile. ◆ **Edit**: Make changes to an existing Profile. ◆ **Delete**: Remove a Profile from a Group. ◆ **Copy/Paste**: Select a Profile, click **Copy**, then select and **Paste** a copy into a new Group.

Software Overview

To use the Phantom-S software:

1. Create a **Profile** for your keyboard/mouse settings. The **Profile** is saved in a **Group**.

2. **Upload** the Group to the **Group in Use**.

3. Select a **Profile** to use from the **Group in Use**.

4. Use the keyboard and mouse settings with your PS3/Xbox game console.

Detailed instructions for profiles, groups, and uploading are found on the pages that follow.

Profiles & Groups

The main page of the Phantom-S software is used to create **Profiles** and **Groups**. A **Profile** is a unique keyboard/mouse configuration that is created and saved in a **Group**. Each Profile has custom settings for your keyboard and mouse. A **Group** (of profiles) is uploaded to the **Group in Use** - one at a time. Group in Use profiles can be selected for use during gameplay.


The following sections explain how to create **Groups** and **Profiles**, how to upload a **Group** to the **Group in Use**, and how to select a **Profile** for use. To configure the keyboard and mouse settings, see *Customizing Controls*, page 32.

Creating Groups

Groups are used to store **Profiles**. Groups are named *Group 1, Group 2, Group 3*, etc. by default. You can create up to 31 groups.

To create a Group:

1. Click **New** under the *Group* menu, as shown here:
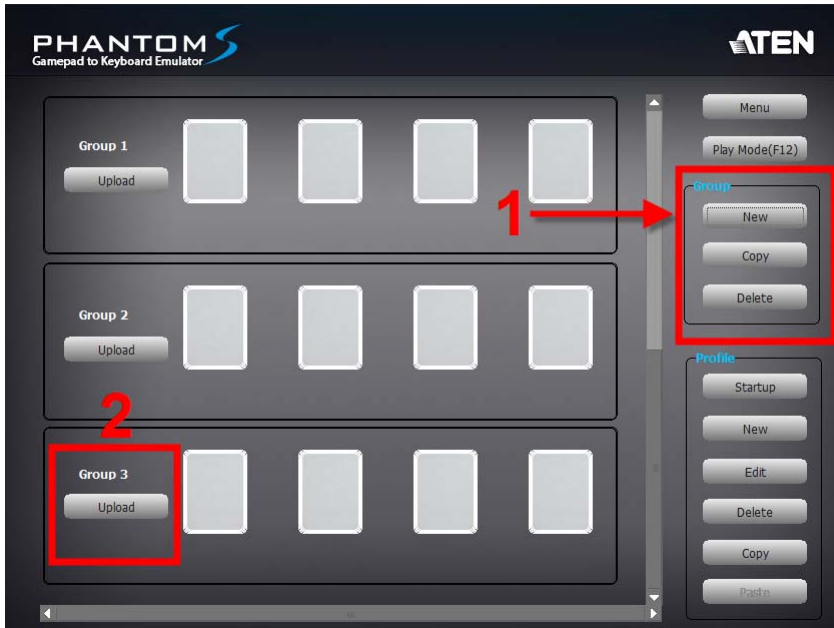
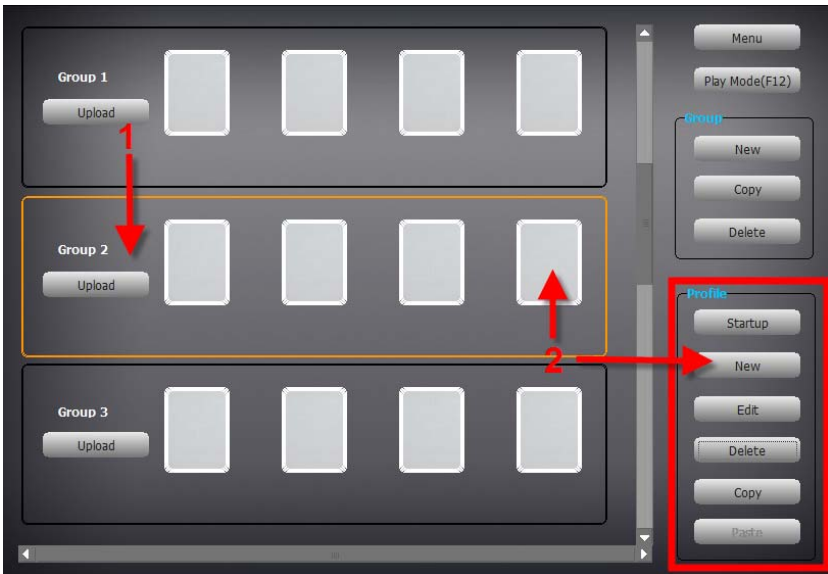2. A new **Group** appears on the left, as shown above.

Note: Select a Group and click **Copy** to create a duplicate of any Group.

Creating Profiles

A **Profile** is a custom keyboard/mouse configuration that is saved in a **Group**.

To create a Profile for your keyboard/mouse settings:

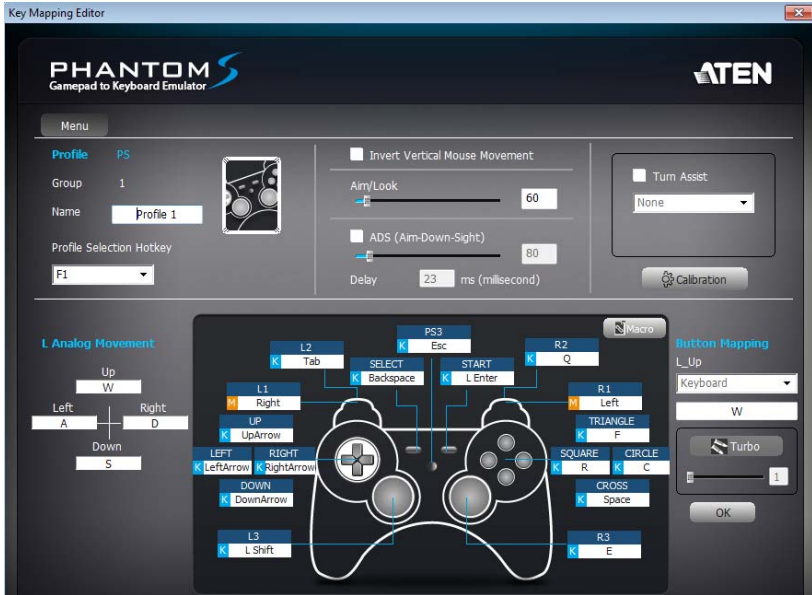1. Select a **Group** for the Profile:

2. Click **New** or double click an empty slot, as shown above.

3. The *New Profile* screen appears. Choose the default **Icon** or you can **Add an Icon** (*.bmp) to use for the profile.

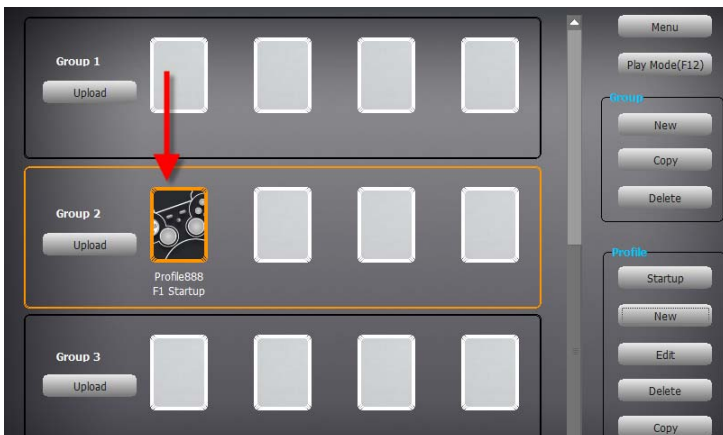4. Click on PS3 or X360 to select the game platform.

5. The *Key Mapping Editor* appears allowing you to configure the keyboard and mouse settings.

Note: Information about this screen is found on page 32.

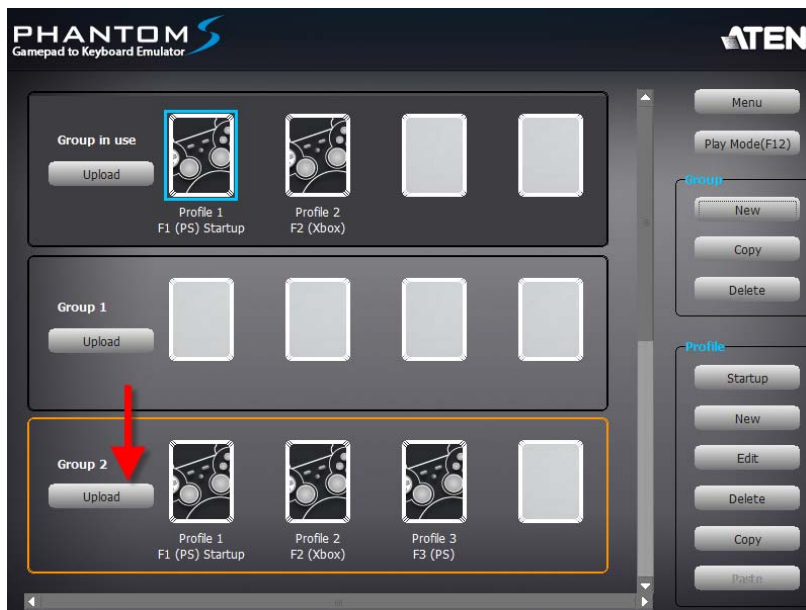6. Click **X** to close and save. The **Profile** is added to the Group:
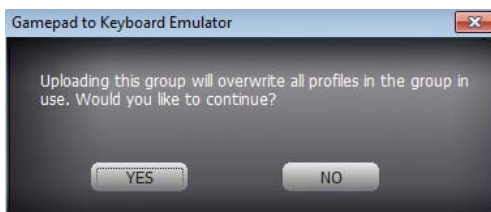
Uploading to Group in Use

A Group needs to be uploaded to the **Group in Use,** so you can select a Profile to use for your keyboard and mouse settings. **Group in Use** is the active Group of Profiles you can select from.

To **Upload** a Group and select a Profile:

1. Select a **Group**, and click **Upload**.

2. Click **YES** to over-write the Group in Use.

> **Note**: You can save the Group in Use first, by selecting *Group in Use* and clicking **Copy**.

3. The uploaded Group appears in the **Group in Use**, as shown here:

The Blue box indicates the **Startup** Profile for the Group.

4. Click to select a **Profile** to use:

An Orange box around a Profile means it's selected for use.

Customizing Controls

This section explains how to configure the keyboard and mouse controls of a profile with the Phantom-S software. To get to the *Key Mapping Editor* screen- create a new **Profile**, or double click a **Profile** from the main screen.

The instructions are split into the **Top** and **Bottom** sections of the *Key Mapping Editor*, as shown below:
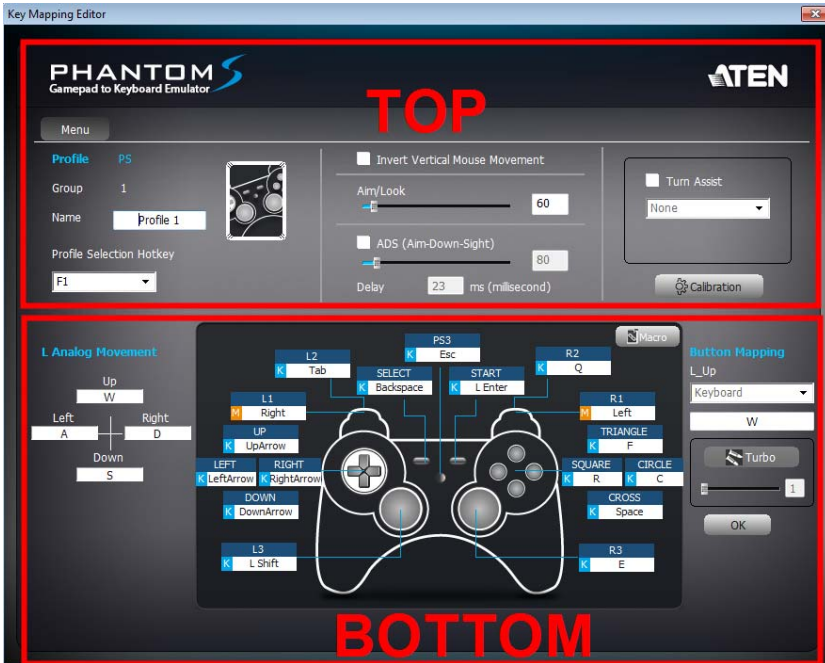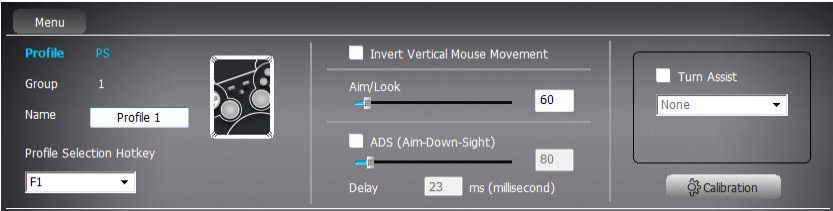

The **Top** section is for profile and mouse settings. The **Bottom** section is for controller to keyboard/mouse mappings, turbo settings, and macro setup.

Top

The top section of the *Key Mapping Editor* screen has 3 sections: *Profile*, *Mouse Movement*, and *Turn Assist*, all discussed below.

Profile

The Profile section allows you to view and change details of the Profile.
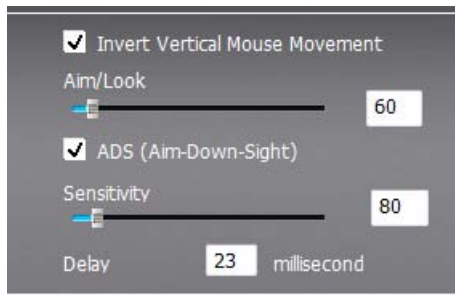

Name	Details
Menu	Click **Menu** to display the options: ◆ **New Profile**: Creates a new Profile. ◆ **Save Profile**: Saves changes made to this Profile. ◆ **Save As Another Profile**: Saves changes when a new Profile name is typed in the **Name** box. ◆ **System Setting**: ◆ *Keyboard Mapping:* Select the keyboard type you're using (Default: US 104-Key). ◆ *Menu Language:* Select the language you would like to use for the software interface. ◆ *Beeper*: Select **On** to sound a beep when a change is successful or unsuccessful. ◆ **Help**: Displays *Software Version, Firmware Version, and Copyright* of the Phantom-S.

| Name	Details
Group	Displays the name of the Group that the Profile is in.
Name	This box displays the Profile name and allows you to change it. After changing it click **OK**, or **Save As Another Profile** from the drop-down *Menu*.
Profile Selection Hotkey	Every Profile is assigned a unique *Profile Selection Hotkey* (F1~F8). The hotkey is used from the keyboard to quickly switch between **Profiles** in the **Group in Use**.

Mouse Movements

This section allows you to set how the mouse responds during game play.

| Name	Details
Invert Vertical Mouse Movement	This reverses the up/down movements of the mouse. So that pushing the mouse forward causes a down movement, and pulling the mouse back causes an up movement.
Aim/Look	The Aim/Look sensitivity bar sets how quick or slow mouse movements respond. The higher the number the more loose the movements will feel and the lower the number the more tight the movements will feel. **Aim/Look** is the normal view as your character walks around during game play.
ADS (Aim Down Sight)	The ADS sensitivity bar sets how quick or slow the mouse movements respond when you *Aim Down Sight*. The higher the number the more loose the movements will feel. The lower the number the more tight the movements will feel. **ADS (Aim Down Sight**) is the view when you zoom-in or look through a scope during first person shooting games.
Delay	Delay sets the amount of time it takes to switch between **Aim/Look** and **ADS (Aim Down Sight)**, or a normal view to Zooming-in with a scope and back again.

<u>Turn Assist</u>

Turn Assist helps you continue long mouse movements without having to move the mouse. Turn Assist works by holding down the Turn Assist **Button** and moving the mouse. The turn continues automatically until you let go of the Turn Assist Button. Select a device and assign the Turn Assist **Button**.
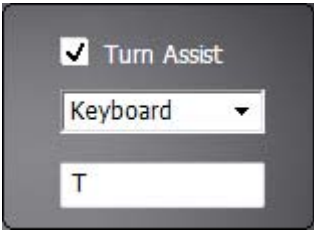
| Device	Turn Assist Button
Keyboard	Enter a key you want to use as the Turn Assist button.
Mouse	Select a Mouse function to use as the Turn Assist button.
Joystick	Select a button 1~12 to use as the Turn Assist button.
None	No Turn Assist device assigned.

Bottom

The bottom section of the *Key Mapping Editor* screen is used for *Mapping* the PS3/Xbox controller buttons to the keyboard, setting *Turbo*, and creating *Macros*.
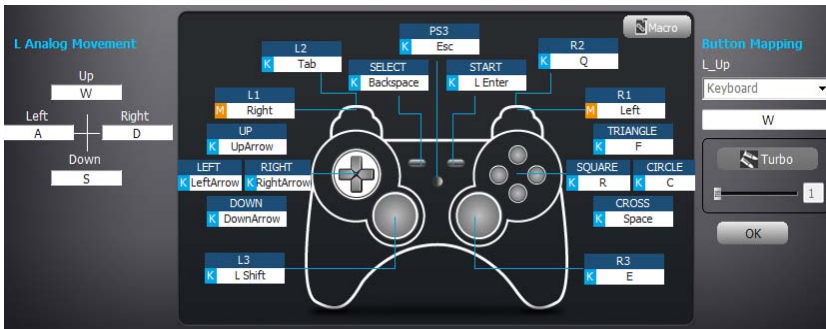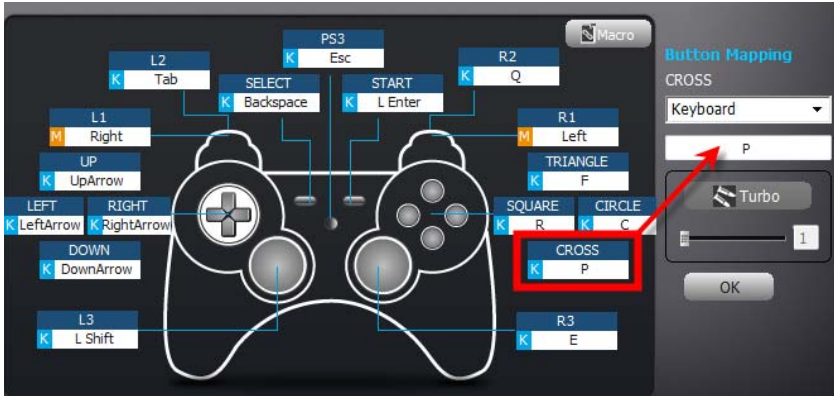

Mapping

Each PS3/Xbox controller button can be mapped to a keyboard, mouse, or joystick. Each controller button has a box: Dark Blue displays the controller button, White the key mapping, and Light Blue **K, M,** or **J** displays the device it's mapped to: Keyboard , Mouse, or Joystick.
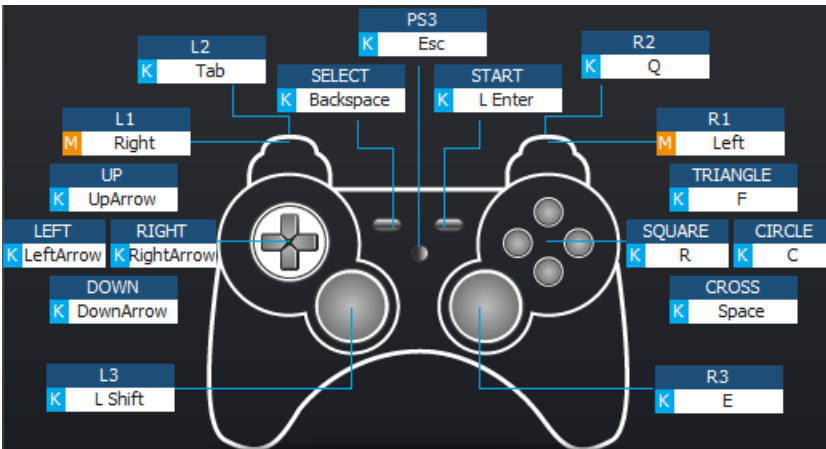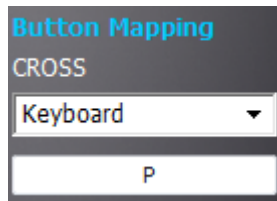

Quick Map: Click a button's box, press a key on the keyboard, and click **OK** to map that controller button to a key on your keyboard. Mapping instructions are provided on the next page.

Mapping a controller button to the keyboard:

1. Click on a controller button's box and Press a key on the keyboard:

2. The *Button Mapping* displays the key you pressed:

3. Click **OK** to save.

4. You can also use the *Button Mapping* drop-down menu to select other devices and buttons to map to:
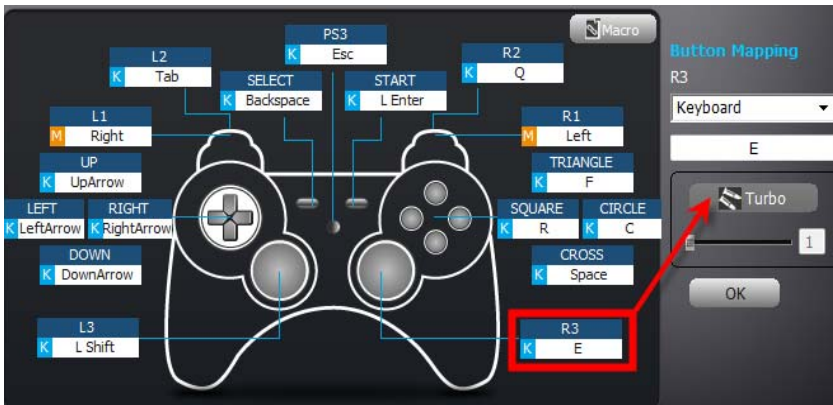
Turbo

Turbo allows continuous rapid fire of a controller button. You can enable or disable turbo on any controller button and set the level (1~3) of rapid fire intensity. *Turbo Mode* **[F10]** must be on for turbo buttons to work (see *Turbo Mode*, page 19).

Setting Turbo:

1. Click a controller button's box, then click **Turbo**:

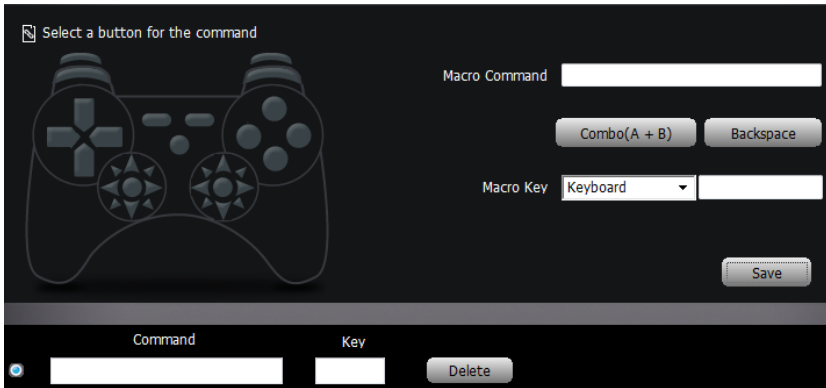2. Set the level (1~3) of rapid fire you want to use:

Clicking **Turbo** enables/disables turbo for the controller button. You can only slide the bar when turbo is enabled.

3. Click **OK** to save**.**

Macros

Macros are a way to set multiple controller actions into a single key or mouse click. For example you can set: "**UP, UP, DOWN, LEFT, RIGHT, X, O**" to execute by pressing the **[Y]** key. You can set combos within macros, where multiple buttons are pushed at the same time such as: "**X+O,"** or "**R3**+**L3**+**R2**". Each macro can have up to 16 controller actions.

Macro Mode **[F11]** must be on for Macros to run (see *Macro Mode*, page 20).

Function	Description
Select a Button for the Command	The controller image allows you to click the controller buttons to enter them into the Macro Command box.
Macro Command	This is where your macro commands appear when you click the controller image, enter up to 16 commands. ◆ **Combo (A+B)**: Use this button to combine two or more controller buttons - that are pressed at the same time. ◆ **Backspace**: If you make a mistake, use this button to delete the previous command. **Note:** Combos are not considered a single command.
Macro Key	The Macro Key is a *key* or *button* used to execute the macro during gameplay. Select a device and choose the key or button to use: ◆ **Keyboard**: Press a key from the keyboard. ◆ **Mouse**: Select a button from the drop-down menu. ◆ **Joystick**: Select a button from the drop-down menu.
Save	After you enter the Macro Command and select it's Macro Key, click **Save** and the command will appear in the Command list.

Function	Description
Command List	Lists the saved macro commands. Use the radio button to select a command for editing or deleting.
Key	Lists the macro key used to run a command. Use the button to select a key for editing. **Note:** The key must be changed in the *Macro Key* box.
Delete	Select a radio button and click **Delete** to remove the macro.

Creating Macros:

1. Click the **Macro** button.
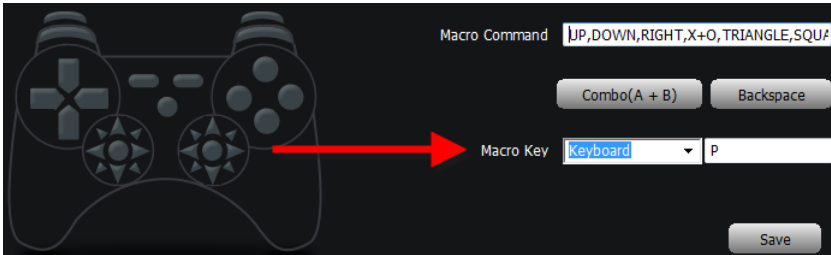

2. Click the controller image to add buttons to the macro. They appear in the **Macro Command** box:

3. To create a combo click **Combo(A+B)** between the controller buttons you want to combine.

4. Single button and button combos can be added in any order with a maximum of 16 commands.

5. From the *Macro Key* drop-down menu, select **Keyboard**, **Mouse**, or **Joystick**:

6. Press a **key** or select a **button** from second *Macro Key* box to use to execute the macro command.

7. Click **Save.** The macro appears in the *Command* list:

Appendix
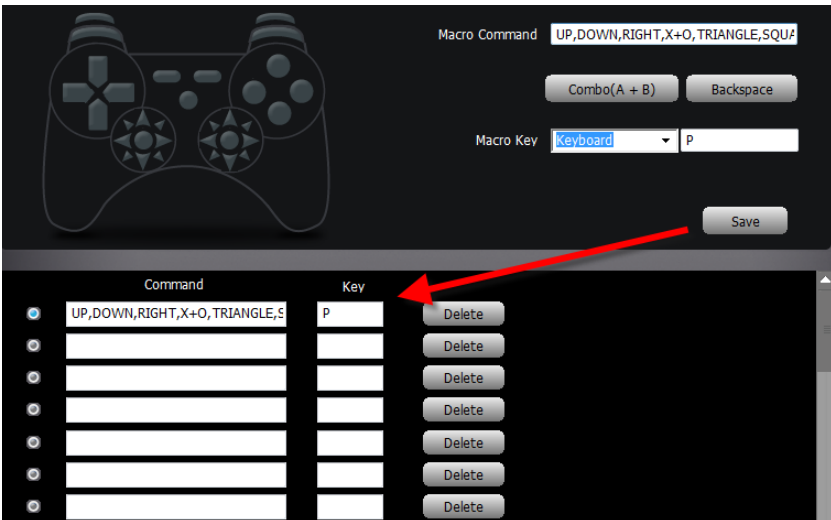
Safety Instructions

General

- This product is for indoor use only.

- Read all of these instructions. Save them for future reference.

- Follow all warnings and instructions marked on the device.

- Do not place the device on any unstable surface (cart, stand, table, etc.). If the device falls, serious damage will result.

- Do not use the device near water.

- Do not place the device near, or over, radiators or heat registers.

- The device cabinet is provided with slots and openings to allow for adequate ventilation. To ensure reliable operation, and to protect against overheating, these openings must never be blocked or covered.

- The device should never be placed on a soft surface (bed, sofa, rug, etc.) as this will block its ventilation openings. Likewise, the device should not be placed in a built in enclosure unless adequate ventilation has been provided.

- Never spill liquid of any kind on the device.

- Unplug the device from the wall outlet before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.

- The device should be operated from the type of power source indicated on the marking label. If you are not sure of the type of power available, consult your dealer or local power company.

- To prevent damage to your installation it is important that all devices are properly grounded.

- Do not allow anything to rest on the power cord or cables. Route the power cord and cables so that they cannot be stepped on or tripped over.

- To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner, or un-interruptible power supply (UPS).

- Position system cables and power cables carefully; Be sure that nothing rests on any cables.

- Never push objects of any kind into or through cabinet slots. They may touch dangerous voltage points or short out parts resulting in a risk of fire or electrical shock.
- Do not attempt to service the device yourself. Refer all servicing to qualified service personnel.
- If the following conditions occur, unplug the device from the wall outlet and bring it to qualified service personnel for repair.
    - The power cord or plug has become damaged or frayed.
    - Liquid has been spilled into the device.
    - The device has been exposed to rain or water.
    - The device has been dropped, or the cabinet has been damaged.
    - The device exhibits a distinct change in performance, indicating a need for service.
    - The device does not operate normally when the operating instructions are followed.
- Only adjust those controls that are covered in the operating instructions. Improper adjustment of other controls may result in damage that will require extensive work by a qualified technician to repair.

Technical Support

International

◆ For online technical support – including troubleshooting, documentation, and software updates: **http://eservice.aten.com**

◆ For telephone support, See *Telephone Support*, page iii:

North America

Email Support		support@aten-usa.com
Online Technical Support	Troubleshooting Documentation Software Updates	http://www.aten-usa.com/support
Telephone Support		1-888-999-ATEN ext 4988

When you contact us, please have the following information ready beforehand:

◆ Product model number, serial number, and date of purchase.

◆ Your computer configuration, including operating system, revision level, expansion cards, and software.

◆ Any error messages displayed at the time the error occurred.

◆ The sequence of operations that led up to the error.

◆ Any other information you feel may be of help.

Specifications

Function			UC410
Connectors	Front	Keyboard	1 x USB Type A Female (White)
		Mouse	1 x USB Type A Female (White)
		Gamepad	1 x USB Type A Female (White)
	Rear	Game	1 x Mini USB Type A Female (black)
		PC	1 x Mini USB Type A Female (black)
		KB Power	1 x Mini USB Type A Female (black)
Switches	Reset		1 x Semi-recessed Pushbutton
LEDs	Turbo / *KB Mode		1 (Blue)
	Setting		1 (Blue)
	Power		1 (Blue)
Emulation	Keyboard		USB, Emulation
	Mouse		USB, Emulation
	Gamepad		USB, Bypass
Power Consumption			5v, W
Environment	Operating Temp.		0–50°C
	Storage Temp.		-20–60°C
	Humidity		0–80% RH, Non-condensing
Physical Properties	Housing		Metal
	Weight		195 g
	Dimensions (L x W x H)		106 x 79 x 24.4 mm

Limited Warranty

IN NO EVENT SHALL THE DIRECT VENDOR'S LIABILITY EXCEED THE PRICE PAID FOR THE PRODUCT FROM DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THE PRODUCT, DISK, OR ITS DOCUMENTATION.

The direct vendor makes no warranty or representation, expressed, implied, or statutory with respect to the contents or use of this documentation, and especially disclaims its quality, performance, merchantability, or fitness for any particular purpose.

The direct vendor also reserves the right to revise or update the device or documentation without obligation to notify any individual or entity of such revisions, or update. For further inquiries, please contact your direct vendor.